Defensive and Competitive Bidding	Leads and Signals						
Overcalls(Style; Responses; 1/2Level; Reopening)	Openni	ng Leads Style				Convention Card	
General Style = Sound		Lead In Partner's s		artner's suit	(5) W (15) (5)		
1/1 overcalls: 8-15, 5+; 2/1 overcalls: 11-15 ,5+;	Suit	3 rd /5 th Best 3		B rd /5 th Best		(Based on World Bridge Federation)	
1/1 or 2/2 RESP F1,2/1 RESP NF; 1NT=8-11,NF;	NT	4 th Best 4 th Best		4 th Best			
Jump shift= PRE; Jump Raise=PRE; CUE: F	Subseq	4 4 th Best 4		th Best		Category: Green	
	Others	: Subseq: 0/1 Honors				Nebo: China Event: All	
						Players: WANG Ziao – CAI Hanyu	
1NT Overcall(2 nd /4 th Live; Responses; Reopening)		Leads					
15⁺-19⁻HCP, bal.	Lead		VS. NT		VS. NT	System Summary	
Responses: Bid as 1NT opening	Α	AKx(+); Ax(+); AKJ10(+)		AKxx(+)		General Approach and Style	
	K	KQJ(+); KQx(+)		KQJ(+);KQx(+);Kx		Natural, 5-card Majors	
	Q	QJx(+); Qx		QJT(+);QJx(+);AQJx(+);Qx		Longer Minor - 1* if 3-3	
	J	J10; J10x(+); (A/K)J10x(+)		J10; J10x(+); (A/K)J10x(+)		1NT response = not forcing	
Jump Overcalls(Style; Responses; Unusual NT)	10	109x(+); 10x; H109	(+)	10x; H109x		1NT Opening = 15-17	
Jump Shifting=PRE;	9	9x; 98x(+);	` '	9x;		2 over 1 response: Game Forcing	
Jump 2NT=2 lowest suits.	HI-x	<u>x</u> x;		<u>x</u> x; x <u>x</u> x(+);		Ţ	
	LO-x			<u>x</u> ; Hx <u>x</u> ; xxx <u>x</u> x(+);			
	Signals in Order of Priority						
Direct and Jump Cuebids(Style; Responses; Reopen)		Partner's lead	Decla	rer's lead	Discarding	Special Bids they May Require Defence	
Vs. 1♣/1♦ Opening: 2♣/2♦=11+, Both Majors 5(+) / 5(+)	1	Hi=Enc.	Hi	=Enc.	Hi=Enc.	2. Opening = strong, near Game Force - any suit,(s) any shape	
Vs. 1♥ Opening: 2♥=11+, ♠ + minor 5(+) / 5(+)	Suit 2					2 ◆ Opening = Weak ◆ 6+ (6-10 HCP)	
Vs. 1♥ Opening: 2♣=11+, ♥ + minor 5(+) / 5(+)	3					2▼ Opening = Weak ▼ 6+ (6-10 HCP)	
	1	1 Hi=Enc. Hi=Enc. Hi=Enc		Hi=Enc.	2 Opening = Weak A 6+ (6-10 HCP)		
Vs. NT(vs. Strong/Weak; Reopening; PH)	NT 2					3NT Opening = Gambling	
Vs. Strong: X = Same Strength	3					2NT Overcall = two lower unbid suits	
Suit = Natural	Signals(Including Trumps):						
2NT = m's;							
VS. Preempts(Doubles; Cuebids; Jumps; NT Bids)							
Take out doubles thru 4♥			Double	s			
NT Overcall=16-18							
	Takeou	t Double(Style; Resp	onses; l	Reopening)			
	May be light with classic shape; then CUE=F;						
VS. Artificial Strong Opengings		t New suit=0-8HCP; 1			⁄l's or any GF.		
Double=M's; NT=m's; Jump Shifting=PRE;	Jump Shi	ift=9+HCP constr;					
·						Special overcalls	
Over Opponent's Takeout Double	Special, Artificial & Competitive Doubles / Redoubles						
XX=10+HCP							
New suit forcing at 1-level							
Jump Shift non-forcing						Important Notes that Don't Fit Elsewhere	
	Special F	Forcing Pass:				PSYCHICS: Rare	

Openning	Tick if Artificial	Min. No. of Cards	Neg. Dbl THRU	Description	Responses	Subsequent Auction	Passed Hand Bidding
1.		3	4♥	12-21 HCP, 3+*	1 ◆/♥/♠=6+, 4+◆/♥/♠, F1; 1NT=6-10 Bal.;	Opener rebid NT: 1NT=12-14, bal; 2NT=18-19, bal.	
					2♣=4+♣ GF or 5+♣ INV; 2♦/♥/♠=PREE, 6+♦/♥/♠;	Opener rebid 4: 6+4 or 5 4(good suit), 24=12-17; 34=18+	
					3♣=4+♣ 6-10; 2NT=11-12 Bal.; 3◆/♥/♠=PREE, 7+◆/♥/♠	4th Suit = Game Forcing; Opener reverse = Forcing	
					3NT=13+ Bal.	1♣-1♥/♠-1NT-2♣=Any INV, 2♦=Any GF; 4th Suit GF;	
1 ♦		4(3)	4♥	12-21 HCP, 4+◆	1♥/♠=6+, F1; 1NT=6-10 Bal.; 2♣= 5+♣, 11+, F1;	Same with 1. Opening	
				4-4-3-2 Open 1 • with 3	2 • = 4+ • GF or 5+ • INV; 2 • /2 • /3 • = PREE, 6+ • / • / • ;		
					2NT=11-12 Bal; 3 •=4+ • 6-10; 3 • / ♠=PREE; 3NT=13+		
1♥		5	4♦	12-21HCP, 5+♥.	1 ▲ =4+ ▲ , 6+, F1; 1NT=6-10; 2 ♣ / ♦ =13+, 4+ ♣ / ♦ ;	Opener jump shift: 19+, 5-4+, FG;	
					2♥=6-10HCP, 3+♥; 3♥=0-5HCP, 4 ♥; 4♥=0-5HCP, 5 ♥	Opener rebid ♥: 6+♥, may be 5 ♥ after 2/1 response	
					with single/void; 2NT=12HCP+, 4+♥, GF;		
					Jump shift=PREE; 3♣=7-9, 4+♥; 3♦=10-11, 4+♥;		
					3NT/4♣/♦=♠/♣/♦ Splinter		
1♠		5	4♥	12-21HCP, 5+♠	1NT=6-10; 2♣/♦=13+, 4+♣/♦; 2♠=6-10HCP, 3+♠	1♣-1♥/♠-1NT-2♣=Any INV, 2♦=Any GF; 4th Suit GF;	
					3♠=0-5HCP, 4♠; 4♠=0-5HCP, 5♠ with single/void;	Same with 1♥ Opening	
					2NT=12HCP+, 4+♠, GF; 3NT/4♣/♦=♥/♣/♦ Splinter		
1NT			4♥	15-17HCP Bal.,	2♣=Stayman; 2♦/♥=Transfer; 2♠=55m; 2NT=Bal. INV	1NT-2♣-2X-3m=NAT GF; 1NT-2♦/♥-2♥/♠-3m=NAT GF;	
				May Contain 5M or 6m.	3♣/♦=6+ INV; 4♦/♥=Texas;		
2*	√	0	4♥	ART. Strong, 22 HCP	2	Cheaper minor = second negative thru' 3♦	
				Any shape	2♥/2♠/3♣/♦=8+, 5+ Suit; 2NT=8+, Bal.	Opener rebid 2NT = 22-24, bal.	
2•		6		PREE , 6-10HCP	2NT=Ogust, New Suit=F; Raise = PREE	Answer of 2NT: 3♣/◆/♥/♠=Bad/Good Suit min/Bad/Good Suit max;	11-13 6-card at 4th seat;
2♥		6		PREE , 6-10HCP	2NT=Ogust, New Suit=F; Raise = PREE	Same	11-13 6-card at 4th seat;
2♠		6		PREE , 6-10HCP	2NT=Ogust, New Suit=F; Raise = PREE	Same	11-13 6-card at 4th seat;
2NT			4♥	20-21HCP Bal.	3♣=Puppet Stayman;3♦/3♥=Transfer; 3NT= to play		
				May Contain 5M or 6m.	4 ◆ / ▼=Texas; 4NT/5NT=inv. Slam; 6NT/7NT=to play		
3*		7(6)		PREE , 6-10HCP	New Suit=NF; Raise = PREE		
3♦		7(6)		PREE, 6-10HCP	New Suit=NF; Raise = PREE		
3♥		6		PREE, 6-10HCP	New Suit=NF; Raise = PREE		
3♠		6		PREE, 6-10HCP	New Suit=NF; Raise = PREE		
3NT	√			Gambling	4♣/5♣=Pass or Correct; 4♥/4♠=To Play		
4.		8		PREE			
4 •		8		PREE			
4♥		8		To Play			
4♠		8		To Play			
				·			
						HIGH LEVEL BIDDING	
						RKCB 14/30/2/2+Q (4NT may be quant)	
						Cues 1st and 2nd control	